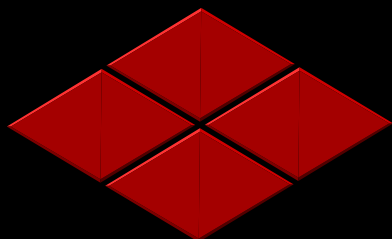




TAKEDA

USER MANUAL



M A G I T E C H
2 0 0 1

INTRODUCTION	3	Division Type and Info	10
TAKEDA	3	<i>Leadership</i>	10
Quick Battle	3	<i>Strength</i>	10
GETTING STARTED	4	<i>Experience</i>	10
System Requirements	4	<i>Morale</i>	10
Installing the Game	4	<i>Bravery</i>	10
Starting the Game	4	<i>Flags</i>	10
TAKEDA SHINGEN	4	<i>Heads</i>	10
Recognition for a Job Well Done	5	Placing Your Divisions	10
SCREENS AND MENUS	6	Changing Your Formation	11
The Start Screen	6	Starting the Battle	11
Main Menu	6	BATTLEFIELD CONTROLS	11
Options Menu	6	Moving Around the Battlefield	11
Campaign Screens	6	Selecting Divisions	11
<i>Introduction Screen</i>	6	Issuing Orders To Your Divisions	11
<i>World Screen</i>	6	Setting Destinations and Facing	11
<i>Ending Screen</i>	6	Division Orders	12
Historical Battle Screens	6	<i>Move</i>	12
Head-to-Head Mode Screens	7	<i>Formation</i>	12
<i>War-Camp</i>	7	<i>All-Out-Attack</i>	12
<i>Battle Selection Screen</i>	7	<i>Attack</i>	12
<i>Configuration Screen</i>	7	<i>Defense</i>	13
Battle Screens	7	<i>Stand Ground</i>	13
<i>Deployment Screen</i>	7	<i>Regroup</i>	13
<i>Battle Mode</i>	7	<i>Retreat</i>	13
<i>After-Battle Screen</i>	7	Issuing Orders To Your Entire Army	13
Demonstration Battle	7	<i>Fallback</i>	13
SINGLE PLAYER GAMES	8	<i>Advance</i>	14
Playing A Campaign	8	<i>Halt</i>	14
<i>Advancing the Plot</i>	8	<i>Formation</i>	14
<i>Rest and Re-supply your Army</i>	8	<i>War Drum</i>	14
<i>Options & Quitting Campaign Mode</i>	8	<i>Retreat</i>	14
<i>Saving Your Game</i>	8	Keyboard Controls	14
Playing A Historical Battle	8	<i>Connection Stats (F2)</i>	14
MULTIPLAYER GAMES	9	<i>Sound Toggle (F5)</i>	14
Joining and Hosting Games	9	<i>Fog Control (F7)</i>	14
Selecting A Battle	9	<i>Mist and Lighting (F8)</i>	14
Configuring Your Army	9	<i>Speed Control (0 and +/-)</i>	14
DEPLOYING YOUR ARMY	9	<i>Pause (Pause button)</i>	15

Unit Dialog (Ctrl-Left click)	15	Cavalry Divisions	21
Screen Capture Function	15	Division Formations.....	22
THE CHAIN OF COMMAND.....	15	Army Tactics.....	23
The Army.....	15	Basic Strategies.....	23
The Division.....	15	Center Penetration.....	23
The Battalion.....	15	Flanking.....	23
Officers	15	Envelopment.....	23
Oyakatasama	16	Oblique.....	23
The Marshall.....	16	Formations	24
The General	16	Changing Formations in Battle.....	25
The Captain.....	16	Using Your Own Formations.....	25
Soldiers.....	16	Terrain and Weather.....	25
Spearman (Infantry).....	17	Rivers	25
Archers.....	17	Dense Forests	25
Riflemen	17	Hills.....	25
Swordsmen (Infantry).....	17	Mist	25
Cavalry.....	17	Battlefield Survival Guide	26
ARMY FORMATIONS	18	Target the Officers.....	26
Division Positions	18	Morale and Fatigue.....	26
Half Moon:.....	18	Retreat When You Need To	26
Fish:	18	Concentrate Your Attacks	26
Wing:.....	18	Regroup When Necessary.....	26
Yolk:	18	Keep Your Reserves Mobilized.....	26
Wave:.....	18	Attack the Enemy Flags	27
Tiger:.....	18	Watch Out For Riflemen	27
Dragon:.....	19	Terrain Objects	27
Snake:.....	19	Losing Time.....	27
Spear:.....	19	Attacking A Castle.....	27
Open Square:	19	Defending A Castle	27
Compact Square:	19	TROUBLESHOOTING	28
Line:	19	Slowness Issues	28
Scale:	19	Technical Support.....	28
Arrow Line:.....	19	CREDITS	28
Circle:	19	The Takeda Team.....	28
Open Wing.....	20		
BATTLE TACTICS 101.....	20		
Division Tactics	20		
Spearman Divisions	20		
Swordsmen Divisions.....	21		
Archery Divisions.....	21		
Rifleman Divisions	21		

INTRODUCTION

TAKEDA

Takeda is a real-time war game, based on the life of the legendary 16th century Samurai warlord, Takeda Shingen. The emphasis in Takeda is on realistic battlefield action.

In the Sengoku period (“the age of Strife”) of Japanese history, combat meant large armies using swords, spears, bows, horses, and later on, rifles, to wage war. As you play Takeda, you will have the chance to direct these armies from the perspective of the Marshall – the commander in chief of a fighting force. Instead of controlling each unit at a time, you will command entire divisions of up to forty men at once. Use formations, planning, and careful strategy in order to achieve victory!

Battlefield action can be experienced in one of three ways: as part of an ongoing Campaign, in single Historical battles, or as two player head-to-head battles over a local area network or the Internet.

Campaign battles are woven into a non-linear, historically based plot. You are the head of the Takeda clan, and you must ensure the safety of your homeland and fight for the honor of your family. Depending on your successes and failures in battle, and your responses to various political and non-combat events, you will find your own path through the possible histories of Takeda’s life. In this mode, the strength of your army can fluctuate, your Generals gain in experience, and you may permanently lose these experienced retainers in combat. Historical and Head-To-Head battles allow you to play single battles, with no effect on the campaign game plot.

Quick Battle

To quickly start and play a single battle, start the program by double-clicking on the Takeda icon on the windows desktop (a blue icon with a castle and a crescent moon), or by locating the program in the start menu. Once the program is started, left-click the mouse to clear the title screen and then select “Historical Battle” from the main menu. An antique map should appear, and arrows will fly into it (left-click the mouse to skip the animation). Move the mouse over one of the arrows. If the battle can be played, the arrow will burst into flames. Left-click on a flaming arrow to deploy your army and begin the battle.

Players starting Takeda for the first time are advised to read the “Deploying Your Army” and “Battlefield Controls” sections of this manual before beginning.



風林火山

GETTING STARTED

System Requirements

Takeda has the following minimum system requirements.

Windows 95 / 98 / Me / 2000 or NT 4.0*
Pentium II - 200 MHz processor or above
64 megabytes RAM (128 recommended)
CD-ROM Drive
1 Gigabyte of hard disk space

* Service Patch 4 or higher required to run Takeda on NT 4.0

Installing the Game

To install the game, insert the Takeda CD in your CD-Rom drive. Windows Install Shield will guide you through the installation procedure.

Starting the Game

Once the game has been installed, start the program by double-clicking on the Takeda icon on the windows desktop (a blue icon with a castle and a crescent moon), or by locating the program in the start menu.

A BRIEF BIOGRAPHY OF TAKEDA SHINGEN

In 1521 Takeda Nobutora defeated the ruler of Surugu province, south of the Takeda homeland of Kai. The very same day, Nobutora's first son was born. He was named Katsuchiyo ("victory forever") to commemorate the occasion. Later on, his name was changed to Harunobu, since Katsuchiyo was a fairly common name at the time, and it would be changed again from Harunobu to Shingen in 1550, when he became a Buddhist.

Shingen was a clever child, but was never able to gain acceptance with his father, who favored Shingen's brother, Nobushige. As a result, Shingen pretended to be stupid and incompetent; earning him great contempt from Nobutora's commanders. About the only person that Shingen had managed to impress was his sister's husband, Imagawa Yoshimoto; who had recently become the new lord of Surugu province.

This changed in 1536, when Takeda clan attacked Un No Kuchi castle in Shinano province. Hiraga Genshin, the lord of the castle, fought back with incredible tenacity. Despite an army of eight thousand men, Takeda Nobutora was unable to defeat Genshin. The winter was coming, which would make a continued military campaign in the region difficult. Nobutora's generals advised him to withdraw, knowing that the recent snowfall would discourage Genshin from pursuing. Nobutora agreed, and made preparations to leave.

Shingen asked his father if he might take up the rear guard. Nobutora thought this was a cowardly thing to do, since everyone knew the danger of a rear attack from Genshin was very low. Shingen took the rear position anyway, with three hundred men to back him up. Shingen let the main force get a good lead before stopping to rest. He told his men to remain ready for battle, although they did not understand why at the time. In the early morning, Shingen broke camp and headed back for Un No Kuchi.

They arrived at daybreak, and found that Genshin had dispersed most of his men. Sure that Nobutora had left for good, Genshin only had one hundred men to defend the castle. Shingen divided his army into three parts, leaving two outside to confuse the enemy. The third part he led into the castle. Being unable to determine their enemy's numbers, Genshin's men gave up without a fight.

Shingen took Genshin's head, and presented it to his father. Nobutora was not pleased. Nobutora criticized Shingen for not remaining with the captured outpost. Nobutora's men, on the other hand, were secretly impressed with the young Shingen, although they did not openly praise him for fear of what Nobutora might do. Nobutora's apparently incompetent fifteen-year-old son had done what his father could not, and had done it with only a tiny fraction of the manpower. Shingen continued to play dumb.

Regardless of his father's reaction, Shingen had proven himself to Nobutora's retainers. In addition, Nobutora had become a harsh ruler, and the people suffered under his fickle sensibilities. This made it easy for Shingen to conspire with Nobutora's elder retainers, Obu Hyobu and Itagaki Nobutaka, in an effort to build an even stronger relationship with Imagawa Yoshimoto. Yoshimoto, worried that Nobutora might be a threat, sought to change the political situation in the Takeda controlled province of Kai. So, Imagawa Yoshimoto "adopted" Shingen as his son, and conspired with him to detain his father.

In 1538, Nobutora decided to get rid of Shingen. The plan was to send Shingen to Surugu province and disinherit him in favor of his younger brother, Nobushige. Nobutora went to Surugu in order to discuss the matter with Yoshimoto, but when it came time to leave, Nobutora found himself under house arrest. Imagawa Yoshimoto gave Shingen the chance to take control in Kai, and none of the Takeda commanders wanted to stop him.

Hearing of the upheaval, several lords from Shinano attempted to take advantage of what they believed was an unstable political situation and a weakened military position. Suwa Yorishige, lord of Suwa Castle, and Ogasawara Nagatoki, lord of Fukashi



Castle collaborated to invade Kai with their combined forces of ten thousand men. In earlier days (since the 1520's), Nobutora had campaigned in Shinano province; but had eventually come to a stable peace with Suwa and Ogasawara. Now that Nobutora was no longer in control of Kai, all bets were off.

In defense of his new title, Takeda Shingen took an army of six thousand in an attempt to stop the Suwa-Ogasawara attack. To bolster his forces, Takeda recruited five thousand farmers and peasants and added them to his ranks. Shingen was fully aware that these civilians would be nearly useless in combat when confronted with well-equipped professional soldiers. Fortunately, using them in combat was not Shingen's plan. Instead he had the farmers carry banners and drums, and shout fierce battle cries. Believing themselves outnumbered and outmatched, the combined Shinano army made a hasty retreat.

Proving himself not only able to take over his father's position, but also to defend it, Shingen had secured his place as the leader of Kai province, the Takeda family, and its military forces. For the next few years, Kai was left more or less alone due to Shingen's relationship with Imagawa to the south, and because there were internal conflicts in Shinano to the north (most notably in the Suwa family) which helped to prevent any kind of offensive against Takeda.

This gave young Shingen a chance to enjoy the fruits of his accomplishments. Still a teenager, Shingen became somewhat arrogant, proud of his victories. He ignored his duties of government and his obligations to the populace. Instead he spent his time hosting banquets, indulging himself, and composing verses in Chinese; happy to remain the ruler of Kai and to live on the backs of his people.

One day, a Takeda elder retainer, Itagaki Nobutaka, pretended to be ill and remained at home, excused from his courtly functions. Itagaki surreptitiously invited a monk who was good with Chinese verse to his home. For several months Itagaki studied Chinese verse quite thoroughly before "recovering" from his illness and returning to his duties. One day at a banquet Shingen was holding, Itagaki offered to compose and recite some Chinese verses. Shingen did not believe he could do it, but Itagaki was able to convince Shingen to let him try. Some topics were chosen, and Itagaki instantly composed and recited a verse for each one.

Shingen was impressed, and asked him how he had done it. Itagaki told him about the monk, then went on to point out to Shingen that he was acting just as his father had – and that if he didn't change then somebody might try to take Shingen's title just as he had taken it from Takeda Nobutora. Shingen was dumbfounded. Itagaki was correct. From that moment on, Takeda Shingen dedicated himself to his duties and to ensuring the security of Kai.

Recognition for a Job Well Done

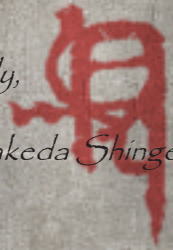
In feudal Japan, clan lords, or Daimyo, frequently wrote letters to their soldiers, congratulating them on their successes in battle. In the event that a Samurai ever needed to find work with another lord, such letters were useful references. Dozens of these letters would be written after every battle – prepared by an aid before being officially “signed” by the lord. The result was something along the lines of the following example:

Dear Hattori Yoshimoto, Captain

I thank you, Captain, for 3 heads taken on the twenty-eighth day of the third month, in the year 1561, at the fourth battle of Kawanakajima. It was terrific. Keep up the good work.

Sincerely,

Lord Takeda Shingen



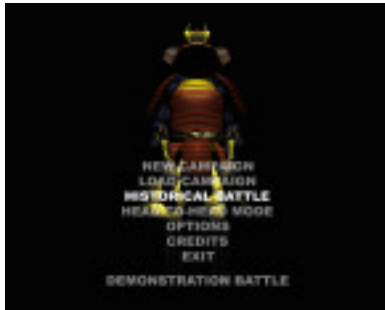
SCREENS AND MENUS

This section is provided as a reference for navigating through the various interfaces of Takeda. See the “Playing the Game” section of this manual for more information about how to properly use each screen.



The Start Screen

Once the game has started, the Takeda title screen will appear. Left-click the mouse to bring up the main menu.



Main Menu

From the main menu, you may start a new campaign, load a saved campaign, play historical or head-to-head (two player) battles, change game options, or view demonstration battles. Left-click a heading to proceed.

Options Menu

At any point in Takeda, hitting the Escape key will bring up the options menu. The options menu allows you to control various aspects of Takeda's game play, as well as save and quit the game.

When the options menu appears, you can left-click on the door panel to return to the main menu. To save your game, left-click on the rolled up scrolls in the lower left corner of the menu, and use the books on the lower-right side to access the in game help files. You can use the decorative panel in the upper left to control weather and environmental effects, and the bell in the upper right to control sound options. Hitting Escape again will clear the options menu.



Campaign Screens

Introduction Screen

The campaign introduction screen (black with gray text) sets the stage and setting. Once you are finished reading the text, left-click the mouse to proceed to the world screen.



World Screen

The world screen is light blue and green, containing a large map of feudal Japan. Flags indicate the territories controlled by particular families.

To exit this screen, left-click on the coin button (with the oval shaped icon) in the lower right corner of the screen. This will access the options menu. Left-click on the doorway to exit to the main menu. Hit the escape key to clear the options menu and resume the campaign.



Ending Screen

When one of the possible game endings is reached (probably after a battle), the world screen will be replaced by an ending screen similar to the campaign intro screen. Just left-click the mouse to return to the main menu.

Historical Battle Screens

After selecting the Historical Battle option from the main menu, you will see an antique wooden map with arrows marking the sites of battles. Each arrow will burst into flames as the mouse rolls over it. Left-click the mouse while the arrow is burning to enter the battle (see “Battle Screens” section of this manual for more information). Left-click the mouse on the cancel button to return to the main menu.





Head-to-Head Mode Screens

War-Camp

This screen shows a camp containing a wooden table, chairs, and a pair of drums. Left-click on the drum labeled “host” to host a game, or on the drum labeled “join” to join a game. To exit to the main menu, left-click the Cancel button.

Battle Selection Screen

This screen is identical to the selection screen in Historical Battle mode – an antique wooden map with arrows sticking out of it. The host can use this screen to select the battle to be played by left-clicking on an arrow while it is burning. If the host left-clicks the cancel button from this screen, both players will return to the War-Camp.



Configuration Screen

The head-to-head mode Configuration Screen appears once the host has selected a battle. The screen contains a map of Japan, a map of the battlefield, and a list of division icons (soldiers). This screen enables you to choose the clan you would like to play, and to select the types of divisions in your army.

Battle Screens

There are three ways to start a battle in Takeda: by left-clicking the helmet icon in the campaign world screen, by left-clicking a burning arrow in historical battle mode, or after configuring armies in head-to-head mode. Each of these paths lead to a single battle interface, as described below:

Deployment Screen

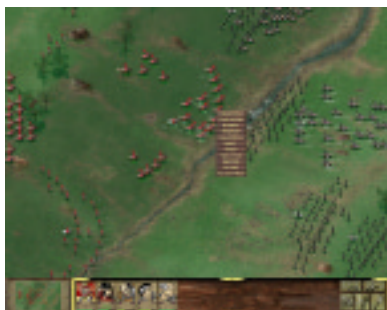
The deployment screen shows a map of the battlefield, the formation of the army, a list of available Generals, and slots for the possible positions each division takes on the battlefield. See “Deploying an Army” section of this manual for more detailed information on how to use the deployment screen.

To exit from the deployment screen, press the Escape button to bring up the options menu. Left-click the mouse on the door to exit to the main menu.



Battle Mode

The battle mode is the environment in which units in the game actually engage each other in combat. In this mode, the upper 80% of the screen shows the battlefield and the units of each army. The lower 20% is a control panel showing the portraits of Generals present in the battle, control buttons for commanding the army, and a small “mini-map” showing an overview of the battlefield. See the “Battlefield Controls” section of this manual for information on how to use battle mode. Hitting the escape key at any point during the battle will give you the option of returning to the main menu.



After-Battle Screen

This screen shows the results of the battle, including overall scores (Bravery), and casualties. Left-click OK to exit this screen.



Demonstration Battle

From the main menu, you can left-click on the Demonstration Battle option to view a recorded battle. Once the battle is loaded, move the mouse to scan the battlefield, or press escape to return to the main menu. You can record additional demonstration battles in head-to-head mode.

SINGLE PLAYER GAMES

Playing A Campaign

To load a saved game, left-click on the “Load Campaign” button. To start a new campaign, select “New Campaign” from the main menu.

When you start a new campaign, you will see a black introduction screen, setting the atmosphere for the beginning of Takeda Shingen’s military career. Left-click the mouse to clear this screen when you are finished reading.

After the introduction screen, you will see the World Screen, showing a large map of Japan, with flags and icons indicating the various clans and the territories they control. You may left-click on the square icons bearing the clan logo’s (called “Mon”) to view a brief description of each clan.



You will also notice a message on parchment scrolling up into the center of the screen. This indicates that you have entered a new stage in the plot; in this case, the first stage – the invasion of Shinano province. Messages like this will appear as various sets of battles are completed and you progress through the plot. Left-click the mouse to skip the scrolling animation, and left-click once more to clear the message when you are finished reading.



Advancing the Plot

In feudal Japan, there was always another battle to be fought. To see what new battle lies in store for Takeda, left-click on the round button with the icon of a helmet, located in the lower right corner of the screen. This will bring up a message from one of your advisors, explaining the situation of the battle you must face. Click the left mouse button, and you will be taken to the Deployment Screen to prepare for battle. See the “Deploying Your Army” and “Battlefield Controls” sections of this manual for information about how to use the deployment and battle mode interfaces.

When the battle is completed, you will be returned to the World Screen. You will also be shown a message indicating what effect the battle has on the future of house Takeda. If you have completed the game, you will be presented with an ending screen instead. Left-click to proceed.



Rest and Re-supply your Army

You may wish not to engage in the next battle in the plot right away. Instead, you may wish to allow time to build up your army. To rest, left-click on the button with the icon of a fan in the lower right corner of the screen. This will cause your army to wait for a year without initiating any battles. This is a good way to recover your army's strength if it has been badly weakened in battle. Unfortunately, if you wait one year, all the other clans get stronger too. There is also a chance that you may be attacked while resting.



Options & Quitting Campaign Mode

To adjust game play options or quit to the main menu, left-click on the button with the icon of a coin (a flat oval shape) in the lower right corner of the screen. This will open the options menu. Left-click on the doorway to return to the main menu. Hit escape to clear the options menu and return to the World Screen.

Saving Your Game

You can save your campaign by left-clicking on the coin icon (or hitting escape) to access the options menu. Left click on the scrolls to save the game. Takeda will also auto-save the game if you forget. Saved games can be accessed using the Load Campaign function from the main menu.

Playing A Historical Battle

To play a historical battle is easy; simply select "Historical Battle" from the main menu. A battle selection screen will appear, showing an antique wooden map with arrows that fly into it (left-click the mouse to skip the animation). As the mouse is moved over an arrow, it will burst into flames. Left-click on the arrow as it burns, and you will be taken to the Deployment Screen to prepare for battle. See the "Deploying Your Army" and "Battlefield Controls" sections of this manual for information about how to use the deployment and battle mode interfaces. Left-click the Cancel button to return to the main menu.

MULTIPLAYER GAMES

Like many other games, in Takeda it is possible to play battles against a human opponent over a LAN or the Internet. These battles are played using the same maps found in historical battle mode.



Joining and Hosting Games

To play a head-to-head (two player) battle, first select “Head-To-Head Mode” from the main menu. This will take you to the War-Camp, where you can select which player profile you would like to use by left-clicking on the name bar at the top of the screen. You will see a list of ten players – just left-click on the one you want to use and then click OK. When you set up a new profile, you will be asked to select a clan. Each clan has different strengths and weaknesses. Once a clan has been chosen for a profile, you will not be able to change it.

Once you have selected your player profile, you can choose to either host a game, or join a game by left-clicking on the appropriate drum. If you are hosting a game, you must wait until another player joins before proceeding. Once another player has joined the game, left-click the OK button in the lower right of the screen to configure and start the battle. If you are joining a game, you may enter the IP address of the host computer if it is known, or you may search for available hosts if you are playing on a LAN. Once a host is found, it will appear in the window in the center of the screen. Left-click on the host you would like to play with, and then left-click the OK button to proceed.



Selecting A Battle

Once both players have left-clicked OK in the War-Camp, the battle selection screen will appear (identical to the one used in Historical Battle mode). The host can use this screen to select the battle to be played by left-clicking on an arrow. The “guest” player can do nothing in this screen. After the battle is chosen, both players will proceed to the Configuration screen, where they may configure their armies.



Configuring Your Army

After the host selects a battle, both players are brought to a configuration screen containing a map of Japan, a map of the battlefield, an army list, and a list of division icons.

Each player profile can have up to five armies, each with its own record of wins, losses, and experience.

Left-Click on one of the slots in the upper left hand of the screen to choose the army you would like to use (or click on an empty slot to create a new army).

When you create a new army, it will start as a “green” army with minimum experience and 1000 points with which to purchase divisions. The army will gain experience as it succeeds in battle (experience is based on the bravery score). Experience translates into better trained units, and into additional points to purchase additional troops.

When you click on an army slot, the divisions in the army will be displayed in the lower left of the screen. Left-click on the plus and minus buttons to add or subtract divisions. Adding a division will deduct from the available purchase points of the army. Some division types are cheaper for certain clans.

The “Record battle” button will save a copy of the battle, which will then become one of the Demonstration battles viewable from the main menu.

Each player can left-click on the OK button when they he or she is finished configuring. When both players have left-clicked OK, they will moved to the Deployment Screen and may begin battle. See the “Deploying Your Army” and “Battlefield Controls” sections of this manual for information about how to use the deployment and battle mode interfaces.



DEPLOYING YOUR ARMY

Before a battle can begin, the army must be deployed on the battlefield. Any time you begin a battle, you will first have to prepare your army using the Deployment Screen. The Deployment Screen shows a map of the battlefield, the formation of the army, a list of available Generals, and slots for the possible positions each division takes on the battlefield.

Division Type and Info

Each division in Takeda is commanded by a General. Portraits of these Generals are listed at the bottom of the deployment screen. If you have a lot of Generals, you can scroll through the list of portraits by clicking on one of the clan logos.

As the mouse rolls over a General's portrait, icons appear indicating the type and size of the division he commands. The flags beneath the portrait show the number of battalions that the General commands. A battalion is a smaller sub-group of soldiers, usually about ten men. The icon in the upper right of the portrait shows the division type. This icon will be wood (brown), metal (green), silver, or gold to indicate the relative skill of the division.



You may change the type of division a General commands by right clicking on his portrait. Note that not all Generals can command all division types. This function also allows you to view the division's statistics. There are five division statistics, as follows:

Leadership

The leadership score represents the officer's personal skill and leadership abilities. This number will affect the strength of all new recruits.

Strength

The strength score represents the battalion's abilities in battle (i.e. in attacking and defending). This score will increase through successive battles, but will be offset if fresh soldiers are recruited.



Experience

A battalion's experience stat represents the battalion's level of experience. As soldiers increase in experience (as they battle), not only will their Strength score increase, but they will also become more disciplined on the field – they will not lose morale so quickly if the situation goes badly. The experience score will be decreased if new soldiers are recruited into the battalion.



Morale

Morale is the battalion's composure and will to fight. Morale will be changed based on the general's bravery and the whole army's performance as well as the clan's political status.



Bravery

Bravery shows the performance of this officer and battalion in past battles.



Flags

This is the number of flags this officer and battalion have taken / cut down.



Heads

This score represents the enemy officers killed by this officer/battalion. In Samurai warfare, it was customary to remove the head of a slain officer, so that it could be shown to one's clan chief.



Placing Your Divisions

You can place your divisions by using the mouse to drag the General portraits from the list at the bottom of the screen and drop them into the position slots on the upper left side. Alternatively, you can drop a portrait onto a position in your army formation on the battlefield map. As a General is placed, his division will light up on the battlefield map.

If a General is dropped into one of the three “Detachment” slots, his men will not appear on the battlefield. All the divisions in a detachment will be sent to carry out a special mission. Left-click “Strike” or “Delay” to choose the type of mission. A Strike mission means the detachment will try to outflank the enemy on the battlefield – they will appear late in the battle, but hopefully at a point behind the main enemy force, assuming they haven’t been stopped by opposing forces. A Delay mission means the detachment will try to slow down any enemy Strike detachment that may have been sent. Successful or not, the divisions in a Delay detachment will never appear on the field.



Changing Your Formation

The formation window, in the lower right corner of the screen, provides a description of the formation currently employed by your army. Left-click on this window to change the formation.

Starting the Battle

Left-click “OK” to begin the battle, or “Cancel” to return to the main menu.

BATTLEFIELD CONTROLS

The Battlefield interface is the central game environment in Takeda. Although it may seem challenging at first, you will become familiar with it very quickly. Here are a few tips to get you started:

Moving Around the Battlefield

Navigating the field of combat is critical to being able to play the game. There are four ways to move the battlefield view:

- 1) Right-click on an empty spot on the battlefield to re-center the view.
- 2) Left-click on part of the mini-map
- 3) Move the mouse to the edge of the screen in the direction you would like to scroll.
- 4) Left-click on the portrait of a General. This will select that General's division, and re-center the screen on their present location.

Selecting Divisions

Divisions can be selected in one of the following ways:

- 1) Left-click on a unit on the battlefield.
- 2) Left-click on a General's portrait on the control panel at the bottom of the screen.

You can select multiple divisions at once by left-clicking on an empty spot on the battlefield and dragging a box around the divisions you want to select. You can also add divisions to a selected group by holding shift and then clicking on a division, or dragging a box around it.

Issuing Orders To Your Divisions

Divisions are controlled using a Command pop-up Menu, which allows you to issue orders to the division. There are three ways to access the Command Menu:

- 1) Right-click on a unit on the battlefield.
- 2) Right-click on a General's portrait on the control panel at the bottom of the screen.
- 3) Left or Right click on the bar underneath a General's portrait on the control panel at the bottom of the screen. This bar also indicates the current orders of the division.

Any of these actions will open the Command Menu and highlight the division. Left-click one of the commands on the menu to issue orders to the division. Note that you can select a division without opening the Command Menu by left clicking on a unit on the battlefield, or by left clicking on a General's portrait on the control panel. If you have a windows keyboard, you can also bring up the command menu by pressing the "Apps" button.

Setting Destinations and Facing

In most cases, once you select an order for your division, you will be required to specify a destination. You will know this when the mouse cursor changes from an arrow, to a crosshair.

Position the crosshair anywhere on the battlefield, then click and *hold down* the left mouse button. A red arrow will appear on the battlefield. This arrow indicates the direction that the division will face when they arrive at the new destination. You can drag the mouse around while you hold button in order to select one of eight possible facings for your division.

When you are done setting the facing, release the mouse button to issue the order. If you right-click any time before releasing the left button, the order will be cancelled.

Division Orders

Move

A move command will move your division to a specified location on the battlefield. Select and left-click the move order from the command menu, then choose a destination for the division. Once the division has reached its destination, it will automatically issue a defense command to itself and try to hold the position.

While moving, the division will try to avoid engaging the enemy. If attacked, some men may break off to fight the enemy, but the bulk of the division will continue moving to its destination point.



Designer's note:

The move command is useful when you want your units to go exactly where you tell them; but because they avoid defending themselves, divisions with move orders often higher casualties than divisions with different orders. Try to avoid issuing move orders that send the men through enemy occupied territory.

Formation

The formation command allows you to change your division's formation. Each formation has different effects on the division's efficiency, depending on the division type and the type of orders issued while in that formation. When you left-click on the formation command, a second pop-up menu opens showing the available formations. Simply left-click on the desired formation to issue the order.

Once you select a formation, you will have the chance to specify a new destination for the division, unless the previous order was a Regroup command. Either way, when the division has assumed its new formation (and arrived at the destination if one is specified), it will carry out whatever orders you gave it before you changed the formation.

Designer's Note:

A formation does not give any specific bonuses to the unit's fighting statistics; it simply positions them differently. However, with some experimentation, you will find out the units naturally move, turn, and fight differently with different formations. For example, arrow formations are better for attacking than defending; line formations are better for defending than attacking, etc. You will find that this can have a huge impact on your success or failure.

All-Out-Attack

An All-Out-Attack command will cause your division to focus on reaching a particular destination as quickly as possible. If there is room, the division will charge straight to its destination. The soldiers in the division will attack / rush enemy units that stand in the way, but generally they will avoid straying from their path and concentrate on getting through the area. Be careful when using the All-Out-Attack command, since the men will become tired very quickly, and may have trouble fighting after they reach their destination.

Attack

An attack command tells the division to advance to the destination you specify, and try to kill any enemy units they encounter along the way. The division will take a cautious pace and a wide perimeter. . Once the division has reached its destination, it will automatically issue a defense command to itself and try to hold the position.

Designer's note:

An attack command will make the kills but also leaves the division open to greater damage from the enemy, so order an attack only when you really want to attack. If you only want to hold the line, a defense order would be a better choice.

Also, while attacking, a division is slowed by combat. With attack orders, your men will try to clear the enemy out of the area that they are in, before continuing to the destination. If you need the division to get to the destination quickly, try an All-Out-Attack command.

Defense

The defense command causes the division to defend a specified destination (right click when the mouse is a crosshair to cancel the destination and defend the current location).

A division with defense orders will tell its battalions to countercharge when an enemy approaches – before letting them reach the defended point. Soldiers in the division will concentrate more on their own safety than on hurting the enemy, and will not weaken as quickly as a division with attack orders.

Stand Ground

A stand ground command, like a defense command, will tell the division to hold a particular location. A division ordered to stand ground will tell its battalions to hold their position at all costs. Battalions will not countercharge, nor will they move to help any friendly divisions that may be nearby. Soldiers who are standing ground will put almost all of their effort into defending themselves and holding the enemy at bay, and consequently will take a long time to defeat attacking divisions.

Regroup

A regroup command will tell the division to fallback and try to resume their formation. Once the order is issued, the men in the division will try to break away from combat and move to an assembly area further down the battlefield. As they pull out, the men will fight only long enough to cover their escape.

When a division is ordered to regroup, its morale suffers, but the morale of the rest of the army remains unaffected. The regroup command does not require a destination.

Designer's note: Automatic Regrouping

When a division is below 25% of its overall strength (factoring in morale, fatigue, attack and defense strength, and casualties), it will regroup automatically to avoid being destroyed completely. This protects the division, as well as the morale of the army – the regrouping division may be out of action, but maintains its presence on the battlefield. Divisions with stand ground or all-out-attack orders will not automatically regroup.

Retreat

A retreat command tells the division to pull out and withdraw from the battlefield. A retreat order will save what is left of your division (well, whoever makes it off the field), but has an impact on the morale of the rest of the army. Once ordered, a retreating division will not respond to any other commands, and no destination is required.

Issuing Orders To Your Entire Army

Usually in Takeda, you will want to control divisions one at a time. However, sometimes it is necessary to issue orders to all the divisions in your army all at once. This can be done by using the buttons at the right end of the control panel, in the lower right corner of the battle screen.



Fallback

The top left button, marked with an arrow pointing left, is the fallback button. Use the fallback button when you would like your army to move backward down the field. Each time you press this button; your mobile divisions (i.e. everything except the HQ and the two reserve divisions beside the HQ) will move back approximately one hundred paces.



Advance

The top right army order button is the advance button. It is marked by an icon of an arrow pointing right. Use this button to advance your men down the field. Each time you press this button; your mobile divisions will take approximately one hundred paces forward. They will engage any enemy forces they run into.



Halt

The top middle button, marked with a square, is the halt button. Use it to stop your army while it is falling back or advancing.



Formation

The lower left army order button, bearing an icon of the Marshall's flags, is the formation button. Use it to change the formation of your army. The army formation will override any individual division formation orders already given. The formations you can choose with this button are exactly the same as the possible starting formations available in the Deployment Screen.



War Drum

The lower middle army order button is the War Drum. Use the War Drum to rally the troops and bolster their morale. Be careful not to overuse this too much, however. If the drum is used too often, it will become meaningless to the troops and will lose its power to improve their state of mind.



Retreat

The retreat button is the one in the lower right, with the icon of a running soldier. Use this button to order the entire army to retreat. Be careful, once you issue the retreat order, your army will not listen to any more commands.

Keyboard Controls

Connection Stats (F2)

You can view connection details with your opponent in head-to-head mode by pressing F2 in the war camp screen.

Sound Toggle (F5)

You can toggle game sound on and off using the F5 Key.

Fog Control (F7)

Depending on the weather, drifting fog may blow across the battlefield. Pressing the “F7” key will toggle the fog effect. If you want fog but there isn’t any, pressing “F7” will not make fog appear if the weather is sunny and warm. The fog effect will slow down the game on most systems.

Mist and Lighting (F8)

Mist and lighting can be an issue depending on the time of day. Early in the morning, there will often be a heavy mist obscuring the whole battlefield. Likewise, depending on the time of day, the brightness and color of the battle may change to reflect the movement of the sun, cloudy conditions, and so on. Pressing the “F8” key will toggle these effects. Mist and lighting effects will slow down the game on most systems.

Speed Control (0 and + /-)

Sometimes it can be helpful to speed up or slow down combat. To do this, simply use the plus “+” and minus “-“ keys. You can also press the zero “0” key to skip to the fastest possible game speed.

Pause (Pause button)

You can pause the game by pressing the Pause key.

Unit Dialog (Ctrl-Left click)

In battle, you can get feedback about how individual units are feeling. Hold down the “Ctrl” key and left-click the mouse on a unit to receive a report from his commanding officer.

Screen Capture Function

You can take a screenshot during a battle in Takeda by pressing the Print Screen key. If you hold Shift while pressing Print Screen, you can capture a wide shot of the entire battlefield. Captured screenshots are stored (in bitmap format) in the main Takeda folder.

THE CHAIN OF COMMAND

In order to function, every army needs to be organized. Usually this means that a few, skilled individuals make the decisions, which are then carried out by their more numerous underlings. This is called the Chain of Command. The various segments of Takeda's Chain of Command are as follows:



The Army

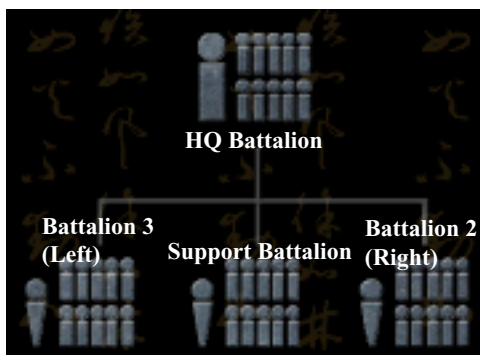
An army in Takeda can be quite large. Each army on the battlefield can have nearly five hundred men at any given time. However, trying to control this many units individually can be a very daunting task. This is the whole reason for having a Chain of Command – so the commander of the army (in this case, you, the player) does not have to walk around and tell each and every soldier what to do. For this reason, the army is broken into two kinds of groups: Divisions, and Battalions.

The Division

Divisions are the main elements of the army – the part that you control most often in the game. A division is a battle group consisting of one to four battalions – about forty men.

After receiving an order (either from the player directly, or as a general “army order”), a division will dispatch appropriate instructions to its subordinate battalions.

The division structure ensures that individual battalions are able to work together efficiently – a division is stronger than four battalions working independently. When two or three battalions are engaged in combat, a division is likely to ask the remaining unengaged battalions to join the battle and temporarily abandon their current assignments. Each army on the field can have up to twelve divisions at any given time.



The Battalion

The battalion is the actual combat group on the battlefield – a group of up to ten men, including a commanding officer. The battalion receives orders from its division (see below), and then has its men carry out those orders to the best of their ability. Because battle conditions can be constantly changing, the battalion has some freedom in making decisions. This means that a battalion will not always blindly carry orders, but will attack, defend, regroup, and take cover, as is most appropriate to the situation.

Officers

Officers are the leaders of an army, skilled in strategy and directing troops. Traditionally, officers were professional soldiers – with better training and much more experience than the typical enlisted man (who was often a volunteer or a conscript, who would be working on a farm if he weren't in battle).

Officers form the key links in the Chain of Command – orders pass through the ranks of the officers, until finally they translate into the actions of individual soldiers on the field. As a player, it is important to realize this process, since the soldiers actually listen to their commanding officers, not directly to you. Although you tell the officers what to do, it is the officers who tell the soldiers what to do. Just as in real life, sometimes the man in the field knows more about his immediate situation than his boss does, and must act as he feels is best in order to get the job done.

Remember, though your officers may not always obey your commands exactly, their purpose is to make your job easier – so that you don't have to constantly give individual orders to all four hundred and eighty of your troops. Also, officers are human beings, and are subject to the same emotions as their men. This means that they can sometimes be headstrong when thirsty for blood, or fearful and cowardly if the situation turns bad.

Soldiers rely very heavily on their officers – they depend on them to tell them what to do. Losing an officer in combat can have a devastating effect on the men, reducing their morale and increasing the likelihood that they will run away. The types of Officers in Takeda are as follows:



Oyakatasama

– Lord of the Clan

Oyakatasama is a highly respectful term, used by underlings when addressing or referring to their lord or *daimyo*. *Oyakatasama* is the patriarchal leader of the family, as recognized by the Emperor of Japan. In the case of the Takeda clan, underlings would use the word *Oyakatasama* when addressing Takeda Shingen. *Oyakatasama* is usually present on the battlefield.

The Marshall

– The Army Commander

The Marshall is the CEO of the entire army. Although the Marshall commands his own division, these men usually remain near the rear line with the reserve forces, attacking only when engaged or in extreme situations. From this position, the Marshall is able to see the entire situation of the battle and tell the army what to do. Usually, but not always, *Oyakatasama* takes the Marshall's position.

The General

– The Division Commander

A General is the leader of a single division. The General directly leads one battalion in the division (called the HQ battalion), while the remaining battalions are led by Captains under the General's command.

Traditionally, Samurai Generals were family "retainers" – professional soldiers employed by the clan for a lifetime of loyal service. The General would receive rifles, horses, and rice from the head of the clan and keep these assets in his own family pool. When duty called, the General would then recruit soldiers at his own expense, a division for his daimyo (lord).

In Takeda, it works the same way.

Generals recruit their own men, and have their own shares of horses, rifles, and supplies. In Campaigns, when Generals recruit Captains, they keep them at all times, even when they are not being used in battle. When a General's Captains are not sufficient to form a division, he will recruit new Captains from the enlisted troops (i.e. non-officers). A General can have as many Captains as he can afford, but he can only take three of them into battle at any one time. When a General dies in a Campaign, one of his Captains will be promoted as his successor.



The Captain

– The Battalion Commander

Captains are subordinates of Generals. These men command battalions within their General's division. Captains serve and fight only for their own General; they are never transferred to other divisions.

Soldiers

The enlisted soldiers make up the vast bulk of the army – correction, they *are* the army. There are five types of soldiers in Takeda: Spearmen, Archers, Riflemen, Swordsmen, and Cavalry. Generally, they all have the same basic emotions and reactions on the battlefield. When they are doing well and beating the enemy, they feel strong and are more willing to continue fighting. When they get hurt, they feel weak and may fallback or even run away. When they see an enemy retreating, they will try to chase him, and when they see a comrade leaving the battlefield, they will be tempted to join him. Men in combat react in a simplified way, and adhere to a single primary maxim: follow the majority.

Also, soldiers are only as good as their commanders. For this reason, the strength of each soldier on the battlefield is calculated using the strength of his commanders – about 50% from the Captain's strength, 30% from the General, and 20% from the Marshall. The five soldier types in Takeda are described as follows:



Spearmen (Infantry)

Spearmen are the backbone of a Samurai army. Spearmen are usually farmers or villagers who are hired or conscripted into the military. These men are part time fighters, useful because it doesn't take a lot of training to hold a spear and stand in a line. There isn't much difference between a veteran spearman and a green one. Spearmen are cheap and plentiful, and are highly effective in stopping cavalry charges with their thorny walls of spears and flesh.

Formation is very important to spearmen, for just this reason. Also, due to the awkwardness of the spearman's weapon, these units are not terribly good at protecting their flanks and rear, or in defending against swordsmen.



Archers

Archers have been a part of battlefield warfare since ancient times. These units are able to attack from a distance, raining showers of arrows on the enemy. Archers are very handy for defense and support purposes. Although they do not do much direct damage, they soften up the enemy while other units make the kill. Archers are not very effective in close combat. They will generally try to get away from the enemy, and will only fight back when cornered.

Riflemen

Before 1548, rifles were never seen in Japanese battlefield combat. They were hardly available, because they had to be imported from Europe. Since western Japan has better access to trade with Dutch and Portuguese merchant ships, clans on that side of the country have a much easier time acquiring these weapons and building up their rifleman divisions.

The European arquebus (a form of musket / rifle) was powerful and simple to use. Recruits from the local peasantry could be quickly trained to wield rifles in battle. Unfortunately, these *green* soldiers are not very disciplined. In close combat, riflemen are cowards and will run away from the enemy very quickly. Indeed, sometimes they go too fast and just run home directly. Riflemen can barely organize themselves without their Captain having to bark at them.

Although they are not very accurate at long range, rifles are very powerful. This makes them very dangerous if you are on the wrong end of one (actually they were dangerous at both ends – they often exploded in your arms). A Samurai soldier was trained to fight bravely in every aspect of life. Unfortunately, it doesn't matter how brave your Samurai is, a bullet will probably kill him.

Designer's Note:

Riflemen are quite deadly to your Chain of Command. Officers are normally protected by their men from enemy infantry, and are fairly well protected against arrows (because of their armor and skill). But bullets tend to go right through these defenses, and if your Officers are killed, you'll have a hard time making the men fight.

If you are lucky enough to have some riflemen of your own, try to use them sparingly – keep them to the flanks of the enemy if possible. Riflemen are very useful against all types of enemy units, especially Cavalry; but be careful when using them.



Swordsmen (Infantry)

If spearmen are the backbone, then swordsmen are the muscles of the army. Most swordsmen are professional soldiers, since it requires a lot of training and talent to master the Japanese sword, the Katana.

Swordsmen are able to quickly attack and defend in all directions, giving them the upper hand in most close engagements, except with cavalry.

Cavalry

Cavalry are the elite of the Samurai. Only the best of the best have the privilege to ride an expensive and rare war-horse into battle.

From their mounted position, Cavalry units gain tremendous advantages in combat. If they have enough space, they are able to charge and trample enemy foot soldiers, killing them instantly. Only spearmen in a line formation have a chance of resisting this onslaught.

Cavalry are not without their weaknesses, however. If they are caught in a confined space, they cannot use their charging attack. Also, horses are much easier for Archers and Riflemen to hit, making them vulnerable to these attacks.

Designer's Note:

Although Cavalry is useful in all occasions, these units are too valuable to waste them fighting strong enemy infantry. It's best to use your Cavalry in counter-attack enemy Cavalry, or to support your own infantry forces.

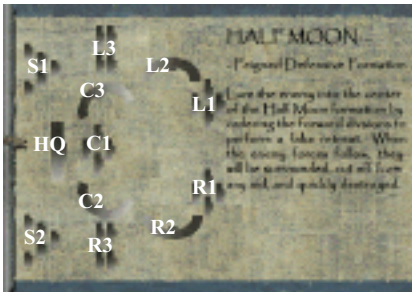
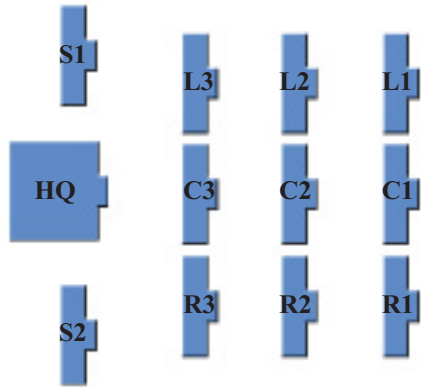


ARMY FORMATIONS

Besides the formations available to individual divisions; there are formations that the whole army can take in order to carry out a particular strategic plan. These formations are described below, and in the game on the Deployment Screen.

Division Positions

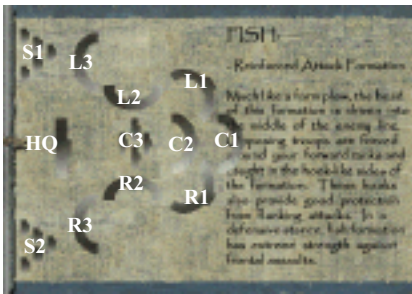
Each formation has twelve possible positions, corresponding to the slots on the deployment screen. There are three Center divisions, (C1, C2, C3), three Left flank divisions (L1, L2, L3), three Right flank divisions (R1, R2, R3), two reserve divisions (S1, S2) and the HQ division (HQ). Each different formation will work best with different division types in each of these locations.



Half Moon:

- Feigned Defensive Formation

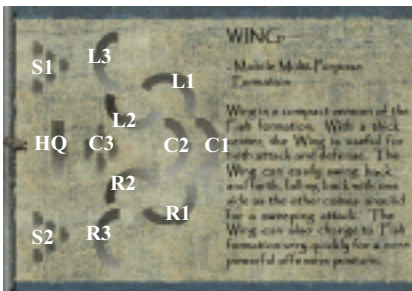
Lure the enemy into the center of the Half Moon formation by ordering the fall back when they are attacked. When the enemy forces follow, they will be surrounded and quickly destroyed.



Fish:

- Reinforced Attack Formation

Much like a farm plough, the head of this formation is driven into the middle of the enemy line. Opposing troops are forced around your forward ranks and caught in the hook-like sides of the formation. These hooks also provide good protection from flanking attacks.



Wing:

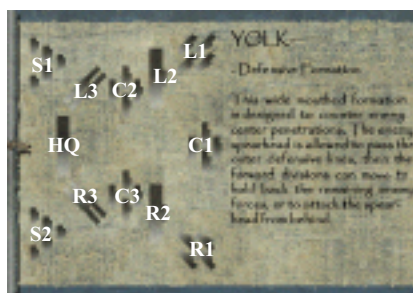
- Mobile Multi-Purpose Formation

Wing is a compact version of the Fish formation. With a thick center, the Wing is useful for both attack and defense. One side of the wing can fall back if attacked, while the other comes around for a sweeping counterattack.

Yolk:

- Defensive Formation

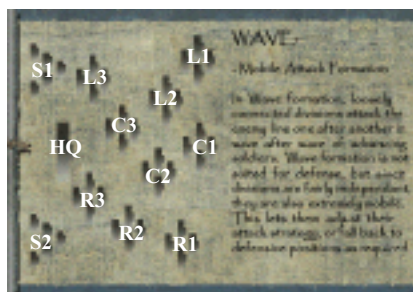
This wide mouthed formation is designed to counter enemy center penetrations. The enemy spearhead is allowed to pass the outer lines, then the forward divisions can move to attack from behind.



Wave:

- Mobile Attack Formation

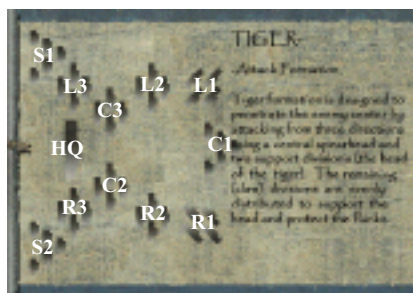
In wave formation, loosely connected divisions attack the enemy line one after another in wave after wave of advancing soldiers. Wave formation is not suited for defense, but since divisions are fairly independent, they are also extremely mobile.



Tiger:

- Attack Formation

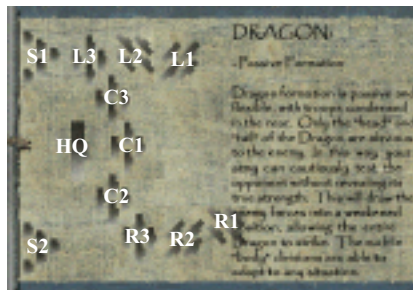
Tiger formation is designed to penetrate the enemy center by attacking from three directions using a central spearhead and two support divisions (the “head” of the tiger). The remaining (“claw”) divisions are evenly positioned to support the head and protect the flanks.



Dragon:

- Passive Formation

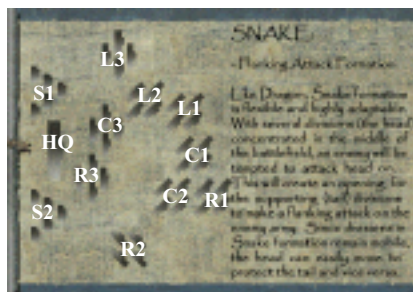
Only the “head” and “tail” of the Dragon are obvious to the enemy, so you can prod the opponent without revealing your true strength. This will draw the enemy forces into a weakened position, allowing the entire Dragon to strike.

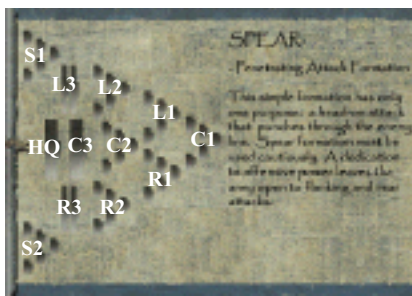


Snake:

- Flanking Attack Formation

With several divisions (the head of the Snake) concentrated in the middle of the battlefield, an enemy will be tempted to make a frontal attack. This will create an opening for the supporting (tail) divisions to make a flanking attack on the enemy army. Once divisions in Snake formation reach outside, the head can easily move to protect the tail and vice versa.

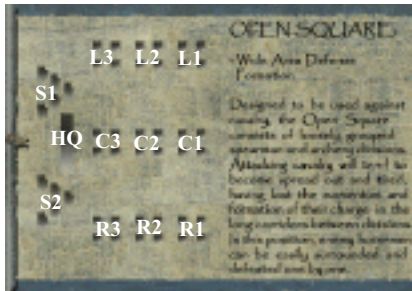




Spear:

- Penetrating Attack Formation

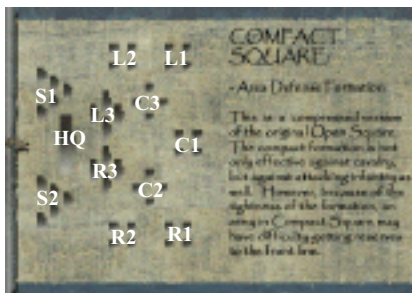
This simple formation has only one purpose: a head-on attack that punches through the enemy line. This formation must be used cautiously. A dedication to offensive power leaves the army open to flanking and rear attacks.



Open Square:

- Wide Area Defence Formation

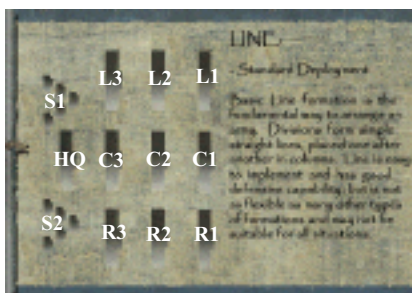
Designed to be used against cavalry, the Open Square consists of spearman and archery divisions. Charging cavalry will tend to become spread out and tired, having lost the momentum and formation of their charge in the long corridors between divisions.



Compact Square:

- Area Defence Formation

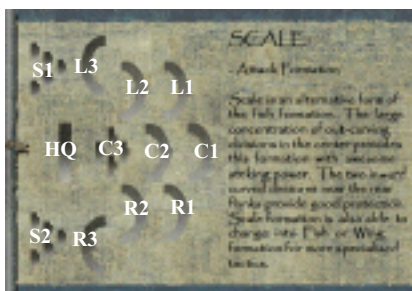
This is a compressed version of the original Open Square. The compact formation is not only effective against cavalry, but also against attacking infantry. However, because of the tightness of the formation, an army in Compact Square may have difficulty getting reserves to the front line.



Line:

- Standard Deployment Formation

Basic Line formation is the fundamental way to arrange an army. Divisions form simple straight lines, placed one after another in columns. Line is easy to implement and has good defensive capability.



Scale:

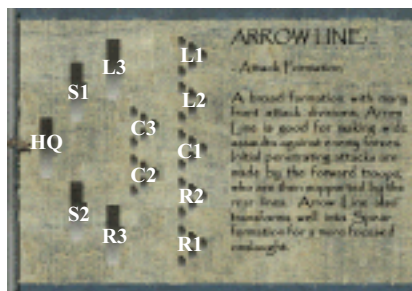
- Attack Formation

Scale is an alternative form of fish formation. The concentration of outward curving divisions in the center provides this formation with awesome striking power. The two inner curved divisions near the rear flanks provide protection. Scale formation is able to quickly change into a Fish or Wing formation.

Arrow Line:

- Attack Formation

A broad formation with many front attack divisions, the Arrow Line is good for making wide assaults against enemy forces. Initial penetrating attacks are made by the forward troops, who are then supported by the rear lines.



Circle:

- Multi-Sided Defensive Formation

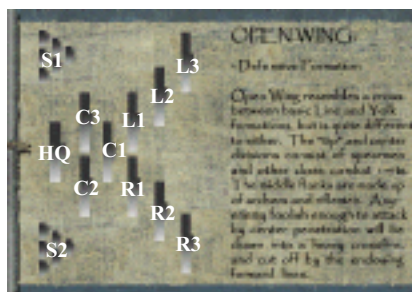
Circle formation organizes the army into a giant ring, facing outward. This is the best defensive formation to use when the position and strength of the enemy are unknown, or when your army is surrounded and faces attacks on many sides.



Open Wing

- Wide Defensive Formation

Open Wing formation resembles a cross between a basic Line, and a Yolk formation, but is in fact quite different. The "tip" and center divisions consist of spearmen and other close combat units. The middle flanks are made up of archers and riflemen. The enemy will be drawn into a heavy crossfire, and cut off by the enclosing forward lines.



BATTLE TACTICS 101

Takeda can be described as a “battlefield simulator.” Takeda is designed to recreate army scale battles as accurately as possible, in real time. Many RTS games rely in the player’s ability to produce bigger and better units, or to produce units faster than the opponent. In Takeda, this is not the case – everybody has pretty much the same kinds of units, and there is no unit production on the battlefield. This means that instead of relying on units with more hit points and better weapons, or on simply outnumbering the enemy, the player of Takeda must use strategy to be successful.

However, not everybody is an expert on military strategy. This section is here to provide a crash course in battlefield warfare, and to suggest some hints on how to actually use your army – how you fight and win, even if your army is greatly outnumbered. You may wish to skip this section at first and experiment with the game for a while – a good grasp of the game interface will help in understanding some of the tactics described below.

Division Tactics

Before getting into complicated army to army tactics, let’s talk about divisions. For all intents and purposes, divisions are the building blocks of your army. Although there are smaller branches on the command structure (battalions and soldiers), it is the division that you will have direct control over in the game.

There are five types of divisions – each made up predominantly of one of the five different unit types, Spearmen, Swordsmen, Archers, Riflemen, and Cavalry.

Spearmen Divisions

Spearmen are the basic defensive component of your army. Spearmen are easy to train and recruit, and their methods are simple – form a wall of men and spears to stop any charging cavalry. Spearmen are the only units which can stop cavalry charges, but only if they are positioned and used correctly. Here are a few pointers to remember when using spearmen:

- 1) Spearmen work best in lines. Try to use line or crescent formations with your spearmen – especially when defending. As a wall of thorns, spearmen are out of the reach of a charging enemy. But if the spearmen break formation, they can be singled out and killed.



- 2) Spearmen are good at defense. They can resist the trampling charge of enemy Cavalry by forming a line of spears. When attacking, Spearmen are effective only if they outnumber the enemy.
- 3) Spearmen should avoid engaging Swordsmen. Swordsmen can easily break through a line of Spearmen and fight them close up. Spearmen are disadvantaged in this position because of their awkward weapons.
- 4) Spearmen are good at defending castle gates. In the narrow space of a gate, Spearmen cannot be flanked easily and can form an impenetrable barrier against intrusion.

Swordsmen Divisions

Swordsmen are the basic offensive component of the army. Because Japanese swordsmen carried only a Katana and no shield, they were naturally inclined to charge aggressively into the enemy rather than stand their ground. Things to remember when using Swordsmen:

- 1) Swordsmen are really good at attacking in close quarters. They can attack and defend on all sides, and man for man, are much stronger than both archers and spearmen.
- 2) Swordsmen can be trampled by charging Cavalry. With space to charge, an enemy Cavalry division can devastate a Swordsman division in seconds. The best chance Swordsmen have against Cavalry is to engage them while they are slowed or trapped by Spearmen, or by terrain features such as rivers, forests, and hills.

Make sure your swordsmen get up close and personal with any enemy they face. If this is not possible, cover your swordsmen with a spearman division and advance toward the enemy to close the gap.



Archery Divisions

By the Sengoku period, archers were used much as they were in other parts of the world – to rain death on the enemy. Marksmanship was not emphasized so much as sheer numbers of arrows falling from the sky. Here are some tips for using Archers:

- 1) Archers are support units. Use them to back up your other divisions, but avoid using them as front line troops. Try to keep them behind your other divisions, or otherwise away from the main fighting. Archers work best when they can attack from a safe distance, and when they are protected by other types of units or by terrain features.

- 2) Archers are not good in close encounters or on open ground. Archers are easily the weakest units on the field. They cannot stop charging Cavalry, and even Swordsmen and Spearmen can rapidly wipe out the weaker Archers if they can reach them in time. Be sure to put your Archers in a position where the enemy Cavalry cannot rush them.



Rifleman Divisions

Riflemen are rare units on the battlefield in Takeda, but when they are present they can be highly effective. These units can inflict immense damage, and can reduce enemy divisions, especially Cavalry, quite quickly. Here are some pointers:

- 1) Riflemen are very powerful. Positioned properly, a rifleman division can cut down enemy units rapidly, at a distance. This is especially true for Cavalry, since horses are much better targets than foot soldiers.
- 2) Riflemen shoot farther than Archers, and do more damage. This means that Rifleman divisions are better able to defend themselves against enemy troops than Archer divisions.



Cavalry Divisions

Cavalry are the most powerful units on the battlefield, but only when they are properly used. These units are faster and tougher than any other, and have the added ability to make a charging attack that can trample and kill enemy foot soldiers instantly. Only Spearmen are resistant to this charging attack. However, Cavalry can be tricky to use. Here are a few points to remember:

- 1) Cavalry need room to charge. The charging attack of a Cavalry division can literally flatten enemy foot soldier divisions, but in order to make use of the charge, Cavalry need room to build up speed. Be sure that there is some distance between the Cavalry and the enemy before giving the attack order. When Cavalry produce a noticeable dust trail, you will know that they are moving fast enough to do a lot of damage to the enemy.
- 2) Cavalry cannot trample Spearmen in formation. Don't send your Cavalry charging head on into a line of spearmen if you can avoid it. They might as well be running full speed into a brick wall (or maybe a giant porcupine – either way, it won't be pretty). Try to get your Cavalry around the line to attack from behind or from the side, or better yet, use Swordsmen instead.
- 3) Keep your Cavalry in a loose formation. As has been said before, Cavalry need room to charge. If they are too close together, they will actually interfere with each other. Try to use a wedge shaped formation to keep these units loose, and to give them the ability to change direction quickly without losing formation.



Division Formations

The formation that a division takes can have a powerful effect on whether or not it is effective on the battlefield. The reasons for this are actually pretty simple, and can be broken down into a few basic categories:

Defensive Versus Offensive Strength

Certain formations are simply better for defense than for offense, and vice versa.

Typically, formations that spread the men out in a wide, shallow arrangement, such as lines and crescents, are best for defending. This is because these formations cover a wide area and prevent the enemy from getting through. In the case of spearmen, a line or crescent formation also allows individual soldiers to work together and support each other.

Formations which take wedge or arrow-head shapes tend to be much better for attacking than defending. It works just like an actual wedge – a pointed object is much better for penetrating a surface than a blunt object, because it tends to spread that surface apart. Thus, the men in a wedge formation will tend to push the enemy apart and break them up – thus the enemy loses the advantage of their defensive formations.

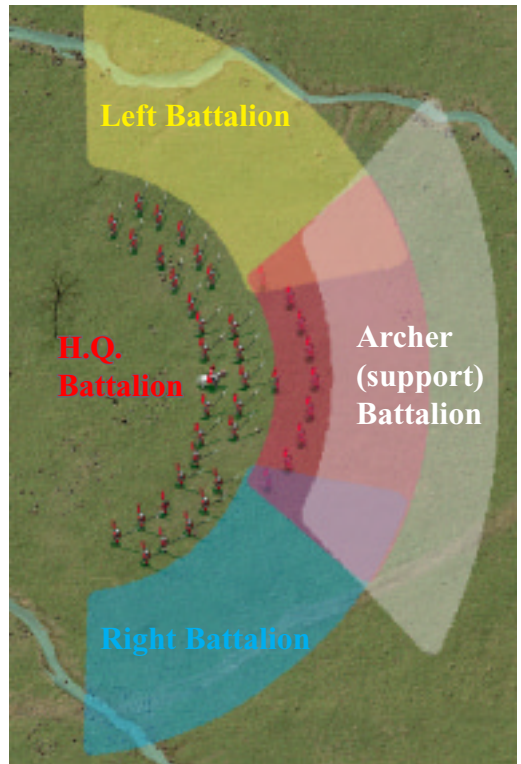
Square shaped formations tend to be useful when you want the enemy to actually pass through your division – because it means they will have to break formation to do it. For example, Spearmen rushing through a division of swordsmen in square formation can be easily attacked without being able to support each other.



Perimeter

Each division has a certain area around it that it will be responsible for. This area, or perimeter, is basically an extension of the division's formation. Thus, a division in line formation will have a long perimeter and will cover a wide area, while a square formation will have a box shaped perimeter.

Enemy units within the division's perimeter will be considered a threat, while enemies outside of the perimeter will be largely ignored.



Mobility

Certain formations are more mobile than others – they can turn and reposition faster without breaking apart. This is important. Any division could be as mobile as any other if all the soldiers break formation and just run from one spot to the next. Of course, this means they are very vulnerable while they are traveling, so instead, a division will try to hold formation as it moves. Because of this, it may not be as agile as it otherwise could be.

In the game, certain formation lend themselves better to movement than others. At the same time, a certain amount of strength is sacrificed for this mobility. For example, a crescent formation is very mobile, and can quickly turn and reposition. Comparatively, a line formation is very slow to turn. However, the line formation covers a wider area and is better at defending an area, as long as the division does not have to move very much.

Army Tactics

Basic Strategies

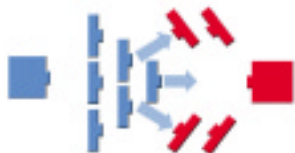
Just like divisions, there are many different ways you can use your army to accomplish your objectives. Of course, you need to consider what it is you want to do, and how you want to do it, before you can formulate any sort of plan that will be useful on the battlefield.

You will want to ask yourself a few questions: What is my goal in this battle? Do I want to make the first move or wait to see what the enemy will do? Am I expecting a heavy attack from the enemy, or heavy resistance if I attack? Will the enemy be sending an attack detachment?

In Takeda's deployment screen, you may have some information about the enemy's starting formation, and perhaps an indication of his numbers, but for the most part, you won't really know what you are facing until the battle begins.

For this reason, you must take a slight risk, and be ready to change your plan at a moment's notice. However, there are a few basic strategies, outlined below, that may aid you in deciding what to do. Of course, there is no formula for success. The best way to learn is to experiment – play a few games in historical mode and find out what works best in each set of circumstances.

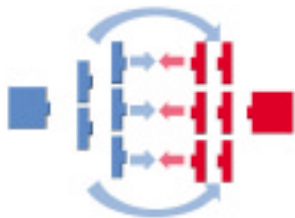
Center Penetration



This straightforward attack strategy works pretty much like it sounds. When the enemy has taken a defensive stance (usually by forming a large line across the battlefield), your best bet is to concentrate your forces and attack a single spot.

In a center penetration strategy, many divisions are sent to attack a single point in the enemy line. Even against superior numbers, a concentrated attack can outmatch the enemy in a specific location, and the enemy line will eventually crack. Once that happens, you will have a free path to begin attacking the enemy HQ and to flank the other divisions in the defense line.

Flanking



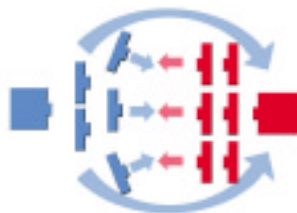
Sun Tzu said that it was best to avoid attacking a strong enemy head on. If possible, attack him from the side. This only makes sense – many animals have extremely powerful defenses against frontal attacks, but are comparatively weak from the sides or rear.

The same is true of armies. If you can get around the main enemy force, you can attack their HQ, or get their divisions from the side or from behind where they cannot defend.

The best way to implement this kind of strategy is to use a Strike Detachment. The strike detachment can attack the enemy HQ while your main army engages and distracts the enemy. Or, it can work the other way around – you can wait for your detachment to distract the enemy before rallying a main assault.

Envelopment

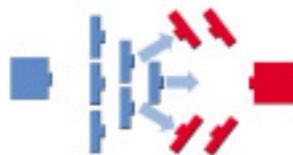
Probably the best way to deal with an enemy is to surround him. If you can get the enemy army – or even a big part of it – caught between several of your divisions, then you will have a serious advantage. Not only can you attack from all sides, but the enemy is also without an escape route, and will not receive any outside aid.



Quite often an envelopment strategy can be used when the enemy has taken the initiative. You can wait for the enemy to attack, and while he is busy doing that, part of your army can circle around behind and cut him off.

Oblique

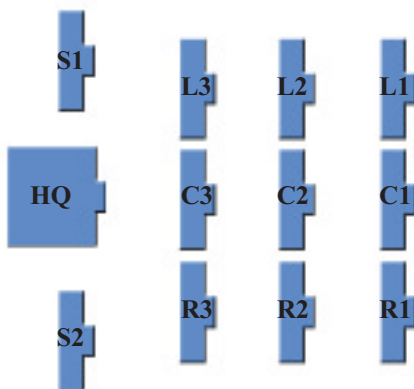
An oblique attack strategy works much like a bulldozer. Your army forms an angled line, with one end closer to the enemy than the other. This line then moves forward all at once. The leading edge of the line will bear the brunt of the attack, but enemy divisions will have to face fresh divisions as they are “pushed” along the line. Essentially, the enemy divisions are constantly flanked, and thus more easily defeated.



Formations

Just like divisions, an entire army can take a formation in order to maximize its strengths and to meet the needs of the situation. The formation you will choose depends on what you want to do (attack, defend), and on what the enemy army is doing.

Army formations are constructed to help you complete your objectives – formations, just like weapons, armor, and horses, are tools that the army uses to achieve success. The formation you will use depends quite strongly on what kind of strategy you wish to use – and what you expect the enemy to do. Below are specific examples of army formations and how to use them. Don't forget to check out the section on Army Formations, on page 24 of this manual.



Half Moon Formation

Like most other formations, Half Moon takes its name from its shape – a large crescent with an opening at one side. This formation is specifically designed to carry out an envelopment strategy.

The idea is to get the enemy to attack one of the tips or “horns” of the moon. The attacked division, and all other divisions on that side of the battlefield will fall back and draw the enemy in. When the enemy chases, the whole formation rotates and basically cuts off the head of the enemy attack formation. Now the attacking divisions are surrounded and easily crushed.

When this formation is chosen, it is best to use Spearman divisions in positions C1, L1, R1, L3, and R3. After the initial enemy attack, these divisions will form a defensive line and stave off any further attack while the rest of the Half Moon deals with the first strike force.

Swordsmen should be used in positions C2, C3, L2, and R2. These divisions will engulf and destroy the enemy divisions from the first enemy attack wave.

The two reserve positions, S1 and S2 are best filled by offensive divisions, preferably Cavalry or Swordsmen. These reserves will be used to relieve the C2, C3, L2, or R2 divisions if necessary, and to mount the final assault on the enemy HQ.

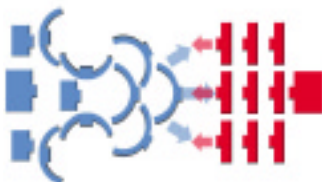
The HQ divisions should be Cavalry or Spearmen, equipped to deal with an enemy Cavalry detachment.



Fish Formation

Fish formation has a thick “head” and two large hook shapes, forming a “tail” of sorts. Designed to implement a center penetration strategy, a fish formation operates much like a plow. When the whole formation advances, an enemy defense line will tend to be pushed apart. The straggling divisions will be forced along the sides of the fish, where they can be caught and finished off in the side hooks. These hooks also provide a good defense against flanking attacks.

In terms of division positions; it is best to use spearmen for the frontal lines (L1, C1, and R1), as well as for the side hooks (L3 and R3). These divisions will repel any incoming Cavalry and prevent them from crushing your force before you can begin your attack.



The next line (L2, C2, and R2) should be composed of swordsmen, so that they can support the front lines and then move in to attack when the formation collides with the enemy line. If the C1 division is a little bit weak, it might be good to use additional spearmen for C2 instead of swordsmen.

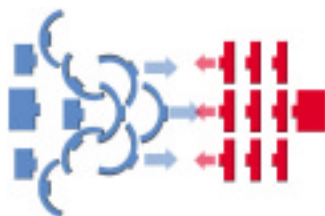


Position C3 should probably be Cavalry, or at least swordsmen. This way, when C1 and C2 become weakened (and they will), C3 can rush in. Hopefully, however, the two divisions ahead of C3 will clear a path, and it may be possible to begin an assault on the enemy HQ.

The reserve divisions can be Cavalry or Swordsmen, and will serve to relieve other attack forces on the field. The HQ division can be Cavalry or Spearmen, so long as they are able to defend from any possible attack.

Wing Formation

Wing formation has a wide, open structure, and is essentially a compact version of the Fish. The beauty of a wing formation is that it provides a strong defensive center, but is also very mobile. This means that if the enemy uses a flanking or oblique strategy, it can swing around and work like the Half Moon – as the attacked side falls back, the other side comes around and cuts off the attacking divisions. The division positioning for the wing formation is the same as for Fish formation.



Changing Formations in Battle

You can change your army formation at any point during the battle, but realistically you will probably only have an opportunity in the first few seconds or minutes of the confrontation. You will have to assess the opponent quickly and then decide whether to stay with the formation you chose in the deployment screen, or to adopt a new structure. Remember where you have placed your divisions within your army. For example, the Center Forward division in one formation might work best as a Spearman division, but in another formation, Spearmen may be a poor choice for this position.

Using Your Own Formations

Don't forget that you are not limited to the predefined army formations provided in Takeda. You can order your divisions to move to any location you want. When you advance, the divisions will move forward, but keep their positions relative to each other as they do so. This way, you can enact any kind of strategy you want. Note that your reserve divisions do not respond to the army advance button – they will stay exactly where they are while the rest of the army moves forward.

Terrain and Weather

Just like in real warfare, terrain and weather in Takeda can have a tremendous impact on the way a battle unfolds, and on its final results. Below are several basic terrain features and weather conditions that may affect a battle.



Rivers

When your men come to a river, they will have to wade through it. This will slow them down, and may put them in a vulnerable position. Crossing a river is always a critical point in a battle. When attacking, one must choose the right moment to cross a river. If an army moves at the wrong time, they might be cut off in mid-crossing. Sometimes, it is necessary to lure the enemy to cross the river first and then attack before they get to the other side. Even when not attacking, the near bank of a river is often a good place to form a defensive line.



Dense Forests

Forests restrict soldier's movements, especially those of Cavalry and Spearmen. With all the trees in the way, Cavalry have difficulty charging and Spearmen have difficulty maneuvering and taking formation.

As a result, the best units to use in forested areas are Swordsmen, Archers, and Riflemen. These units can move around forests with few problems, and can deliver their attacks unimpaired. They also don't have to worry so much about being trampled by charging Cavalry when in these areas.

Hills

Hills affect the speed at which units can move, and the fatigue that they suffer when doing so. As a result, it is always best to be in the higher position.

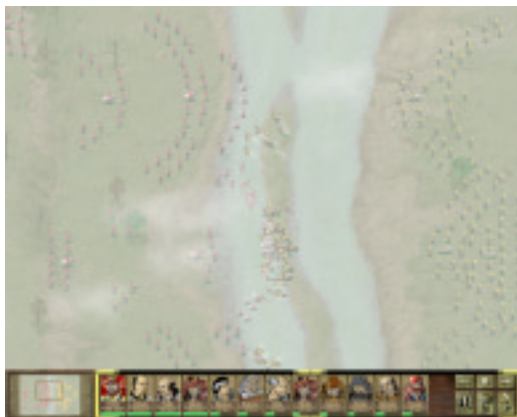
From higher ground, your units can charge downhill, moving more quickly than the enemy and suffering less fatigue. Similarly, your archers will be able to shoot farther from their elevated position. If you are defending, the enemy will have to march uphill, and will be tired and disadvantaged by their lower ground.

Of course, if the enemy controls the high ground, try to find some other way to approach. Your cavalry will not be able to charge up steep inclines (or will be slowed down and will do less damage).



Mist

Sometimes a thick mist rises (if weather effects are enabled using the 'M' key), covering the entire battlefield with a pale blanket. Be aware in these conditions that your units will not be able to see as far as they otherwise would. This means that they may not respond as well to enemy attacks. Of course, mist affects both armies equally.

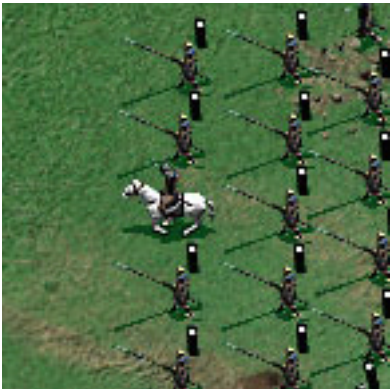


Battlefield Survival Guide

Below are a few tips and tactics to help you succeed in battle, in no particular order. Be sure to read them through – even if they don't deal with a specific problem you are facing, they may give you new ideas to try out.

Target the Officers

As much as possible, try to focus your attacks on the enemy officers by using Attack and All-Out-Attack commands to get to them. Go for any unit riding a white horse – these are the enemy Generals. Killing an enemy officer will have a demoralizing effect on the soldiers he commanded. Killing the enemy Marshall can cause his entire army to withdraw.



Morale and Fatigue

Just like in a real battle, every soldier on the field must cope with morale and fatigue. Morale is the soldier's willingness to fight; fatigue reflects how tired the soldier is. When the soldier seems to be winning, his morale will be high, but if he is hurt or thinks he is losing, his morale will drop and he will want to run away.

Also, every action that the soldier performs will add to his level of fatigue; walking tires him a little, running and fighting tire him more. The more tired he gets, the less able he is to fight, and the more likely he will have to fallback and regroup. A soldier standing still will slowly recover from fatigue.



Retreat When You Need To

If you are finding it impossible to win a battle, it is often better to retreat and minimize your losses rather than waste your men and resources in a hopeless situation.

Concentrate Your Attacks

Try to outnumber the enemy whenever possible. Try not to attack an enemy defensive line with another long line of troops – you will be too spread out and your forces will be dispersed like a wave breaking on a beach. Instead, try to concentrate your forces in one section of the enemy line (be sure to protect your flanks!). Eventually you will punch through and the enemy line will be broken – like a drill through wood.

According to the ancient Chinese master General and philosopher, Sun Tzu, your enemy may have more men on the field, but if you have two divisions attacking one of his, you actually outnumber him in that location and have an advantage.

As a side note; Takeda Shingen spent much time studying Sun Tzu; and oddly enough, Takeda was one of the greatest strategists in Japanese history.

Regroup When Necessary

If you notice a division taking heavy losses during intense combat, the men are probably getting very tired or are failing because their formation has been broken. If this happens, use the regroup order to pull the men out of combat. They will withdraw and move backward down the battlefield, where they will resume their formation.

A regrouping division often takes a few casualties as they disengage from combat, but this is often worth the price if it saves the rest of the division from being eliminated.

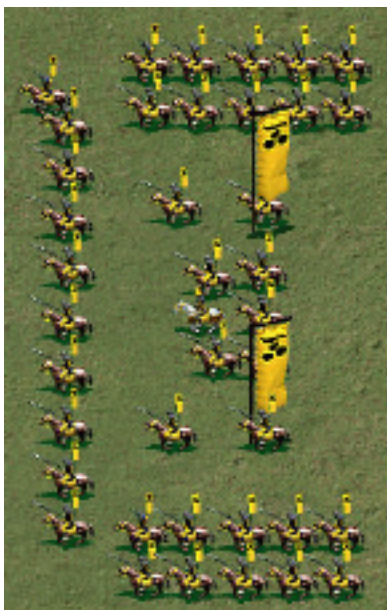
From here, you can let them rest, or you can bring them in to attack once again. Either way, regrouping is better than retreating because it preserves the overall morale of your army.

Keep Your Reserves Mobilized

As soon as your divisions engage the enemy, you will find out that they don't listen to your commands as much as they used to. Battles are loud – there is lots of clanging metal, horses stomping, people yelling. The whole thing is very confusing, especially to a soldier weary from fighting, and it is very difficult to stay organized.

To disengage from battle takes time, and usually means casualties since some men must turn and ignore the attacks of their enemies to regroup, and others are left to fend for themselves when their comrades withdraw.

A few reserved divisions in the rear can rush up to assist those already in battle. These fresh troops can help out in holding a defense line or keeping a flank from collapsing while the main force punches through the enemy divisions. Keep these divisions ready at all times to help when they are needed.



Attack the Enemy Flags

Try to attack the enemy flags, located near the opposing HQ. An army's standard (flag & logo) is a symbol of their honor and ability to fight. If you knock down the enemy's flags, it means you have been able to get past them and get close to their Marshall. This will frighten and confuse the enemy, having a serious impact on their morale. Knocking down the enemy flags will usually cause their whole force to retreat. If even one flag is knocked over their war-drum will no longer function.

Also, the morale of your own army will be boosted if you have a lot of men near the enemy HQ and are able to outnumber its defenders. Even if your own HQ is under attack, your army may not run if there is still a chance you can win. Remember, all these factors apply to your army as well as the enemy.

Watch Out For Riflemen

No matter how good your Samurai are, they can't beat bullets. All units on the field must be careful of this danger, but Cavalry must be extra cautious, since elevated riders and their horses make such wonderful targets. A single battalion of riflemen can cut down an entire Cavalry division used carelessly in combat.



Terrain Objects

Besides castles and walls, there are various terrain objects such as houses, bridges, and so on. These don't usually have any tactical value, but can get in the way of your troop movements. When navigating the field, a division will try to avoid a path through a large amount of obstacles and a battalion will likely break its formation while within numbers of obstacles.

Losing Time

In the old days, most battle ended by sunset simply because it would be too dark to fight at night. This is true in Takeda as well. As battle progresses from morning, to afternoon, and finally to evening, the lighting level will change. If you fight too long, you will be unable to see what you are doing. This feature can be disabled by pressing the "M" key.

Attacking A Castle

Attacking a castle is somewhat different from fighting in an open field. With all the walls and houses around the castle, it is difficult for divisions to hold formation and keep from thinning out. Be aware of this danger, and stay on top of divisions that fragment too much.

The only way into a defended fortification is through the gate. Order a division close to the gate where you want to gain entry. Your soldiers will automatically attack an unbroken enemy gate. If they succeed in breaking it down, they will not only gain entry to the stronghold, but the enemy will be demoralized also.



Defending A Castle

Position your divisions inside your castle gates. Archers and riflemen will automatically take cover from surrounding walls and blockades, and will begin to fire over the walls at the enemy units. Enemy archers and riflemen will be able to fire in, but will have a reduced ability to hit your men. Infantry and Cavalry will stand ground behind the gate, just in case the enemy breaks through.

TROUBLESHOOTING

Slowness Issues

Battles in Takeda involve extremely large numbers of men, each with highly detailed 24-bit colour animations. Since Takeda is still under development, current versions are not fully optimized, and game slowness may be a problem on many systems.

The easiest way to deal with this problem is to use the battle hotkeys to disable fog, mist, and lighting effects (using the F7 and F8 keys). You may also use the zero “0” key to make sure you are running at the fastest possible game speed.

Technical Support

Although Magitech welcomes any questions, comments, or suggestions you may have, please note that we are not set up to deal with end-user support. Takeda is still in development, and current demonstration versions of the game may still have bugs and shortcomings that produce difficulties on some machines. Magitech Corporation is not liable for any losses or damages of any kind resulting from the use of this product.

CREDITS

The Takeda Team

Ming-Sheng Lee:	Project Director / Programming
Ryan MacLean:	Programming
Eric van Beurden:	Programming
Teng Pong Iu:	Artwork
Andy Canivet:	Documentation & Copy
Monique Baril:	Music
Simon Hatch:	Quality Assurance
Larry Yu:	Quality Assurance
George Chu:	Accounting

Original Takeda game design and concept by Ming-Sheng Lee. Thank you playing Takeda. If you have any questions or comments, please contact us at:

Magitech Corporation
1500 Don Mills Road, Suite # 702
Toronto, Ontario M3B 3K4
CANADA
(416) 441-1933
magitech@ezgame.com
www.ezgame.com



疾如風
徐如林
侵掠如火
不動如山